

**METHODS AND SYSTEMS FOR ESTABLISHING GAMES WITH  
AUTOMATION USING VERBAL COMMUNICATION**

**ABSTRACT**

5       Methods and systems establish games with automation using verbal communication for exchanges between the automated game and the one or more game players. Game information data is converted into verbal information that is provided to the individual. The individual provides verbal instruction which is received and converted into the instruction data. The instruction data is applied to the current game to  
10      update the current game status. Information data for the current game status is converted to verbal information for the current game status which is provided to the individual. The game may be implemented on a local device of the individual or may be network-based and accessed remotely by the individual through verbal communication over a voice connection. The voice connection may be of various forms such as a conventional voiced  
15      call to a voice services node of a telephone network or a voice-over IP voiced call on a data network.